

CLAIMS

A listing of claims identical to the prior version is herein provided.

Listing of claims:

1. (Cancelled)
2. (Currently amended) The method of claim 41 ~~claim 1~~, wherein said end-of-game criterion comprises a unique criterion associated with a unique end-of-game prize.
3. (Currently amended) The method of claim 41 ~~claim 1~~, further comprising identifying a winning game card upon a positive evaluation of said end-of-game criterion.
4. (Currently amended) The method of claim 41 ~~claim 1~~, further comprising signaling the end of said game upon the game ending state being achieved ~~a positive evaluation of said end-of-game criterion~~.
5. (Currently amended) The method of claim 41 ~~claim 1~~, further comprising initiating use of a new current draw result upon the game ending state being achieved ~~a positive evaluation of said end-of-game criterion~~.
6. (Currently amended) The method of claim 41 ~~claim 1~~, further comprising initiating the use of a new current draw result upon reception of ~~the first~~ a first play request for a participation into said participation game ~~a game~~.
7. (Currently amended) The method of claim 41 ~~claim 1~~, further comprising generating ~~a game card~~ said game card in response to said play request.
8. (Currently amended) The method of claim 41 ~~claim 1~~, further comprising randomly selecting ~~a game card~~ said game card among a set comprising a plurality of game cards upon reception of said play request ~~said request for a play~~.
9. (Currently amended) The method of claim 8 ~~claim 1~~, further comprising generating ~~a game card set~~ said game card set; and storing said game card sets in a card storage means.

10. (Currently amended) The method of claim 9, wherein said associating a game card further comprises ~~includes~~ retrieving said game card from said card storage means.

11. (Currently amended) The method of claim 9, wherein the generating a game card set further comprises flagging game cards of the game card set that fulfills said end-of-game criterion upon comparison of said game card to said current draw result,
wherein the step of flagging game cards is performed before the step of storing said game card set. ~~further comprising comparing said game card with current draw result to evaluate if the game card fulfills the end-of game criterion; and flagging game cards that fulfill said end-of game criterion.~~

12. (Currently amended) The method of claim 41 ~~claim 1~~ further comprising comparing said game card with said current draw result against ~~based on~~ prize criteria; and awarding prizes to said winning player ~~a player~~ based on said comparison ~~of said game card with said current draw result.~~

13. (Original) The method of claim 12, further comprising associating at least one of said prize criteria with said end-of-game criterion.

14. (Previously presented) The method of claim 13, further comprising associating at least one of said prize criteria with a prize that is more valuable than said prize associated with said end-of-game criterion.

15. (Currently amended) The method of claim 41, wherein all steps of said method are performed ~~claim 1, embodied in a central game distribution system completing all steps of said method.~~

16. (Currently amended) The method of claim 41 ~~claim 1~~, wherein at least one of the steps of said method is performed ~~is completed~~ on a discrete gaming apparatus remotely in communication with a central game distribution system wherein at least one other step of the method is performed ~~completed~~.

17. (Currently amended) The method of claim 41 ~~claim 1~~, wherein a prize or a win is associated with a play request only after completion of a validation process ~~validation of said play by a player~~.

18. (Currently amended) The method of claim 41 ~~claim 1~~ further comprising requesting completion of a validation process by said player to establish a play outcome for said play request ~~a validation of play from a player to complete his game play~~.

19. (Currently amended) The method of claim 18 further comprising holding new play requests during said completion of said play validation process.

20. (Currently amended) The method of claim 18, wherein the step of determining whether a game ending state is achieved further comprises registering said completion of said validation process ~~a play validation fulfilling an end-of-game criterion determines a game winner~~.

21. (Currently amended) The method of claim 18, wherein ~~the play~~ said completion of said validation process is limited in time.

22. (Cancelled)

23. (Currently amended) The system of claim 44 ~~claim 22~~ further comprising at least one of draw communication means for handling communication of said current draw result; and card communication means for handling communication of said game card.

24. (Currently amended) The system of claim 44 ~~claim 22~~ further comprising ~~an~~ archiving means for archiving ~~recording~~ distributed play information.

25. (Currently amended) The system of claim 44 ~~claim 22~~, wherein said card distribution means comprises a card storage means for storing ~~storage of~~ a card set comprising a plurality of cards ready to be associated with play requests ~~for association with said request~~.

26. (Currently amended) The system of claim 25 ~~claim 22~~ further comprising card drawing means for randomly drawing a card from said card set to associate with said play request ~~a card drawing means that randomly selects cards in a card set to associate them with said request~~.

27. (Currently amended) The system of claim 44 ~~claim 22~~, wherein said card distribution means comprises a card generation means.

28. (Currently amended) The system of claim 44, ~~claim 27~~ further comprising card validation means for validating said game card to be distributed, therefore for preventing card distributing means to provide duplicate game cards during the same said participation game.

29. (Currently amended) The system of claims 44 ~~claim 23~~, wherein said system comprises a plurality of separate physical entities ~~more than one separate physical entity~~, and wherein said ~~draw generation means~~ draw generating means and said request handling means each form part of a distinct one of said separate physical entities ~~entity~~.

30. (Original) The system of claim 29, wherein said draw generation means comprises one of a bingo blower and a set of lotto blowers.

31. (Currently amended) The system of claim 44 ~~claim 22~~, further comprising prize evaluation means for comparing said draw result with said game card to identify a winning prize value; and prize awarding means delivering the identified prize value to said player.

32. (Original) The system of claim 31, wherein said prize evaluation means and prize awarding means are remotely connected to said request handling means.

33. (Currently amended) The system of claim 31, further comprising jackpot means for ~~the~~ monitoring and ~~the~~ awarding of a jackpot prize.

34. (Currently amended) The system of claim 44 ~~claim 22~~ further comprising a plurality of draw registers with each one of them being associated with a different game title.

35. (Cancelled)

36. (Currently amended) The system of claim 44 ~~claim 22~~, further comprising a criteria evaluation means comparing said game card with said draw result, the criteria evaluation means being in remote communication with at least said end-of-game evaluation means.

37. (Currently amended) The system of claim 36 further comprising validation means ~~a means~~ for completing a validation process ~~of a play~~.

38. (Currently amended) The system of claim 37, wherein the system further comprising idle means for idling the handling means until completion of the validation process ~~said game state comprises an idle state, with the system holding requests during said idle state until validation of a play fulfilling the end of game criterion.~~

39. (Currently amended) The system of claim 36 further comprising a card monitoring means for verifying when no possible card that is available to be distributed can fulfill the end-of-game criterion based on said comparison of said game card to said current draw result.

40. (Currently amended) The system of claim 44 ~~claim 22~~, wherein said participation game ~~a game~~ starts upon reception of a first play request in relation with said participation game ~~game request for the game~~.

41. (New) A method of providing a participation game among a plurality of players, the method comprising the steps of:

- receiving from at least one of said players a play request to participate in said participation game;

- associating a game card to said play request;

- associating a current draw result to said play request;

- establishing a play outcome for said play request, based on comparison of said current draw result and said game card; and

- determining whether a game ending state is achieved based on said comparison, and where;

- if said game ending state is achieved, ending said participation game by preventing association of said current draw result with a further play request; while

- if said game ending state is not achieved, maintaining said current draw result in its current form and associating said current draw result with a further play request, wherein all of said play outcomes are based on said current draw result, and

wherein said play request resulting in said game ending state being achieved, establishes a winning player of said participation game.

42. (New) The method of claim 41, wherein the step of receiving from at least one of said players a play request is performed after the step of maintaining said current draw result in its current form when said game ending state is not achieved.

43. (New) The method of claim 41, wherein the method is performed at least twice, each time the method being performed being over reception of at least one said play request.

44. (New) A system for handling game related information in relation with a participation game played among a plurality of players and ending upon determination of a winning player among said plurality of players, the system comprising:

draw generation means for generating a current draw result, said current draw unchanging over said participation game until determination of said winning player;

a draw register for storing said current draw result throughout the play of the participation game until the winning player is determined;

card distributing means for providing a game card;

request handling means for handling a play request from at least one of said plurality of players, comprising associating said game card and said current draw result to said play request and transmitting said game card and said draw result to said player; and

end-of-game evaluation means for evaluating fulfillment of an end-of-game criterion of said play request based on comparison of said game card to said current draw result before evaluating another play request, and, upon fulfillment of said end-of-game criterion, ending said game in addition of determining said player to be the winning player of said participation game, whereby the system processes play requests independently from each other.